Shadow Company
Left For Dead

IMPORTANT NOTICE

LICENSE AGREEMENT

Contents

Contents

Getting Started

System Requirements

To run *Shadow Company*, you need the following system configuration:

• Pentium P233 MMX (Pentium PII-266 recommended)

• 32 MB RAM (64 recommended)

• 400 MB free HD space

• Windows 95 or 98

• 8x CD-ROM drive

• 4 MB 3D accelerator card which is DirectX 6 compatible (8 MB recommended))

• Microsoft compatible mouse and driver

• 100% Soundblaster compatible sound card

Recommended 3D Cards: Chipsets that are known to work well with Shadow Company, and are therefore recommended when playing are:

3dfx Voodoo2, 3dfx Banshee, 3dfx Voodoo3, nVidia TNT, ATI 128,

Matrox G200, and the Intel 740.

Chipsets that are compatible, but known to give below par performance and operating quirks are:

3dfx Voodoo, 3dfx Voodoo Rush, nVidia Riva 128, ATI Rage Pro (8mb cards), S3 Savage, Rendition 2100/2200, and the Permedia 2.

Resolution: If your 3D accelerator card has less than 8 MB, select a resolution of 480 x 640 from the Video/Audio section of the Options menu (see page 65), or the opening settings screen.

Drivers: Please ensure that you have the latest drivers for your system before starting a game. These can be obtained from either the computer system's tech support team, or from the manufacturer's web page on the Internet. Drivers are updated frequently, and even new software might need updating.

Installation

Before installing Shadow Company, please close all other applications that may be running.

You must install Shadow Company on the hard drive. You cannot play the game directly from the CD-ROM.

Insert the CD into your CD-ROM drive. After a few moments the opening splash screen appears. Select Install then follow the onscreen instructions.

There are two options for installation:

• *Typical* - High or low detail terrain can be selected.

• *Full* - The in-game movies are installed on the hard drive.

All installations run the game well, but the more information that is stored on the hard drive, the faster the game runs.

If AutoPlay is not active, install Shadow Company manually. To do this, select the Start menu, then Settings, and then Control Panel. In the Control Panel window, double-click the Add/Remove Programs icon.

In the Install/Uninstall window, click Install. Insert the game CD into the CD-ROM drive, and then follow the instructions on the screen.

After installation is complete, restart the computer so that all of the new settings can take effect.

Run Shadow Company by selecting the Start menu, then Programs, then Shadow Company, and then click on Shadow Company. Alternatively, select Play Shadow Company from the opening splash screen.

The CD must be in the CD-ROM drive to play Shadow Company.

Readme: At the end of installation there is an option to view the Readme. Players are strongly recommended to read this file as it provides the most up-to-date information regarding system requirements, recommended 3D accelerator cards, and any amendments to the manual.

To open the Readme file from the Windows desktop, open the Shadow Company folder using Windows Explorer, or My Computer, and then double-click on Readme.

DirectX 6 Setup

The installer program checks whether your system is compatible with DirectX 6 and, if it is, offers to install DirectX 6.

If you already have the latest version of DirectX 6 on your system select No. If you do not have the latest version of DirectX 6 on your system, or do not know, select Yes.

About DirectX

Many games and other Windows 95 or 98 programs use DirectX, a standardized set of tools that allows programs to communicate with and control your system's hardware. DirectX-based programs use DirectX 'drivers' to perform many functions, such as painting graphics to the screen or having the sound card play music and sound effects.

When configured correctly, DirectX allows all DirectX-based programs to use the same set of drivers to perform these functions. When DirectX drivers are not configured correctly, some of these functions may not work.

If your DirectX drivers are not configured correctly, the most common result is that you are able to start the game, but as soon as you try to perform any actions or use any options, the game halts or crashes. Alternatively, there may be an immediate crash as soon as the program begins to display graphics, or you might receive a warning message about your video mode.

Should you have any troubles with DirectX installation or its start-up initialization by Shadow Company, contact your hardware vendor. Alternatively, call Ubisoft's Technical Support Line at 0181 944 9000, for assistance in diagnosing which hardware components in your system are causing the trouble and how to get help correcting their setup problems.

Modem Setup

To play multiplayer games via modem, make sure that your modem is installed properly, and then configure certain optional settings for optimum performance. If necessary, connect and configure your modem following the manufacturer's instructions or the Windows documentation.

Once you have configured your modem, you need to turn off data compression to ensure smooth play.

You can change these settings using the Control Panel.

To change your data compression settings, follow these instructions:

1. Open the Control Panel by selecting the Windows Start menu, then selecting Settings, and then Control Panel.

2. Double-click Modems to display the Modem Properties window.

3. Select the modem whose settings you want to change.

4. Click the Properties button to display the Properties window for the selected modem.

5. Select the Connection tab.

6. Select the Advanced button.

7. Make sure that Use Error Control is not checked.

8. Select Hardware for flow control. The hardware flow control is usually the default.

9. Select OK to return to the Properties window and apply the new settings.

10. If the phone line quality is poor, your modem may not be able to establish a stable connection. If this happens, reinstate the Use error control check mark, but ensure that Compress data is **not** checked.

TCP/IP Address

For a TCP/IP session, joining players need to know the IP address of the hosting player.

Determining Your IP Address: The host needs to determine the IP address that their service provider has assigned.

1. From the Windows desktop, select the Windows Start menu and select Run...

2. Type **winipcfg** in the Open: field.

3. Press the **Enter** key, or click OK. The IP address is displayed as four numbers separated by periods.

4. Email the IP address to the other players (who should be waiting for this information).

NOTE: Your IP address may change each time you log onto the Internet. If you have any difficulties determining your IP address, contact your Internet Service Provider.
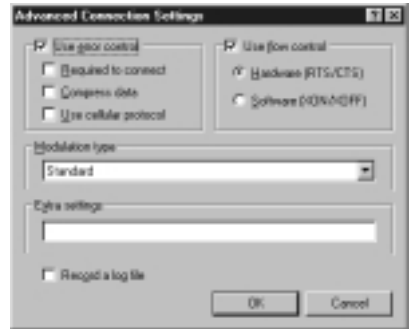
Granite Corporation

TOP SECRET

Internal Memo: 31E-8604

Authentication: G519-xx67-145JiT006

Classification: Tango Lima - Extremely Confidential

From: Michael Alexander   To: Gillard Kardon

Executive Commander   Chairman

Global Operations   South Atlantic Field

July 4th

Re: Operation Force Field

Mr. Chairman,

Your recent memo was very surprising. To be blunt, I never thought that I would see the day come when staff members would be left to fend for themselves after having been placed in an unwinnable situation by the corporation.

I would like to remind you that most of the staff members you have ordered me to downsize have already become casualties of battle, so that will not affect the benefits that their families have a right to claim. That you would order the remaining surviving assets to be left in the field shows a complete contempt for the lives of the employees and their sacrifice. I have no intention, either now or in the future, to ever leave any company troops for dead if there is a chance for recovery.

As the field commander, I have used my authority to countermand your orders and I am arranging for the extraction of the survivors from the 'Port Massacre'. Also, so that I can't be accused of working behind your back, I am arranging for an emergency meeting of the Board. Tetsu Yama may have set up the ambush, but you are the one who will have to answer for it and your actions following the disaster.

Sleep well while you can.

M. Alexander

CLASSIFIED

TOP SECRET

Granite Corporation
Internal Memo: 32G-1187
Authentication: G519-xx67- Public
Classification: Company Public

TOP SECRET

From: Faye Lincoln   To: All Employees
            Director
            Human Resources

July 5th

Re: Michael Alexander

The Granite Staff,
It is with great sadness that I bring to you the news of the loss of one of our
most valued employees. Executive Commander Michael Alexander died last
night in a car crash. According to the police report, Mr. Alexander died
almost instantly when his car hit a construction vehicle which had suddenly
pulled out onto the street. The accident was blamed on poor visibility and
bad weather at the time.
Mr. Alexander has been with Granite for more than a decade and has been a
part of almost every major operation in the company's history. He will be
sorely missed. Surviving Mr. Alexander is his wife Judy, and two children,
Michael Jr. and Missy. Please join me in sending them our condolences.
Thank you.

DECLASSIFIED
Authority *N N D 95 %d1*
By *JB* NARA Date *2/17/B1*

DEAR ANGIE—

    I AM WRITING A LETTER THAT I HAVE NO WAY TO SEND. I TOLD YOU THAT I WOULD BE BACK, BUT NOW I'M NOT SO SURE. WE ARRIVED AT OUR INSERTION POINT WITH NEARLY 200 MEN AND WALKED STRAIGHT INTO HELL. WE LOST HALF OF THE TROOPS ON THE FIRST ASSAULT. NO ONE EXPECTED ANYTHING. THEY JUST OPENED UP ON US.

    I WASN'T AFRAID BUT I KNEW WE WERE BEAT. I PLAYED DEAD. WHILE LYING IN A PILE OF GORE I NOTICED OTHERS LIKE ME, PLAYING DEAD. ONE GUY, JACK BEECHER, GOT MY ATTENTION & WE WERE ABLE TO GET OUT OF THERE. OTHERS WEREN'T SO LUCKY.

    JACK SAYS IT WAS A SET UP. I BELIEVE HIM — COMMANDER BENGTSSON WOULDN'T HAVE BEEN HERE IF HE KNEW. HE'S DEAD TO NOW. HIS SECOND IS IN COMMAND NOW. IT DOESN'T LOOK GOOD SO I FIGURED I BETTER WRITE SOMETHING TO YOU NOW.

    TIME TO MOVE, GOTTA GO.

I LOVE YOU —

Commander's Manual and Training Guide

071-375-0019
MISSION PREPARATION

Commanding a mercenary squad can be a rewarding and challenging
career, but newly promoted commanders should never forget that
individuals, and more importantly the bottom line, depend on
command decisions. A great deal of trust is placed in commanders
to accomplish a mission in the most cost-efficient way possible.
Corporations cannot afford expensive battles of attrition, nor
have the appearance of weakness in today's cutthroat market. Every
opportunity must be taken to safeguard company assets, while at
the same time growing its reputation.
Familiarity with good mission preparation is essential. Failure to
consider the consequences of particular selections can result in
the death and destruction of mercenaries. This is not an effective
way of making a profit.
When launching Shadow Company for the first time, a help overlay is
displayed providing a tutorial of the different player interface
screens. Press F3 on the keyboard to toggle the help overlay on
and off.
For those requiring detailed information, the reference section
starting on page 45 gives in-depth descriptions of weapons and
other items.
The Quickstart inside the CD case covers some of the basics, and
is recommended for commanders not familiar with mercenary combat.

THE MAIN MENU

The Main menu is the staging area for beginning new games (see
below), loading previously saved games, starting multiplayer games
(see page 19), opening the Options menu (see page 46), and viewing
the intro.
A quit button is provided for those who find that they do not quite
have the heart for the job -- no questions asked.

SINGLE PLAYER

Select New Game from the Main menu to begin a new single player game. The Select Difficulty Level screen is displayed. Select Easy, Normal, Hard or Sinister, as preferred. The difficulty changes the perception of the enemy. Easy makes your mercenaries harder to spot; hard means the enemy is more likely to detect them. Damage that the enemy inflicts is also increased with the difficulty level.

The campaign has nine missions, with assignments given by Leo Heller through video transmissions. Each mission has a number of objectives to complete.

As a commander you have to guide the mercenaries through each mission, attaining the objectives and then directing them to the extraction zone for a safe return. Only upon completion of all the Primary objects can a contact be fulfilled and paid.

There are four buttons common to the planning screens:

EQUIP — Opens the Equipment screen

TEAM — Opens the Team screen

PLANNING — Opens the Planning screen

LAUNCH — Starts the mission

Planning Screen

For a commander in the field, the planning information provided is invaluable. The Planning screen has information about the mission, and the Equipment and Team screens usually allow modification of the inventory stock and the contracted mercenaries.

The Planning screen details the insertion zone, the insertions time and, perhaps most importantly, the mission objectives. To access the Equip and Team screens simply press the associated button.

In the first, tutorial mission, the mercenaries are ready to jump straight into the fray, so the Equipment and Team screen are not available. The mercenaries are stranded on Angola and you must survive with the equipment already there. Just study the map and objectives, and then select Launch.

Pressing F3 in the planning screens activates the quick tutorial.

OBJECTIVES AND RECONNAISSANCE MAPS

Reconnaissance maps are an essential planning aid. Detailed photos of the objectives are displayed when an objective is selected from the list. When no objective is selected, or the funding is selected, the whole map will be displayed without an overlay. Make a special not of the insertion point of the mercenaries. Being aware of your surrounding will be key in survival. Primary objectives must be completed before the mercenaries can be extracted. Only when a mission is successfully completed is payment received from the contractor.
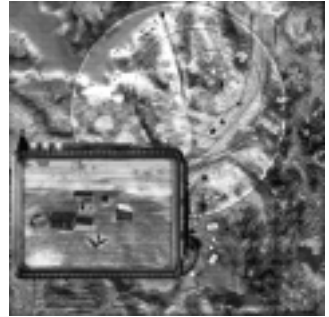
INSERTION TIME

The mission clock is in military (24 hour) time and can normally be adjusted forward or backward by selecting the up and down buttons (spin controls) to the right of the clock. A suggested launch time is displayed; adjustments should be thought out carefully to match an appropriate strategy for each mission. For commanders who have been behind a desk for too long, 00:00 hours is midnight and 12:00 hours noon.

LAUNCH

The Launch button starts the mission. Think carefully before selecting this as the mercenaries are inserted and the mission begins immediately.
NOTE: Good commanders review the troops, check the equipment, and glance over the terrain once more before launching the mission. A problem discovered before mobilization can be easily remedied, whereas a mistake in the field can be expensive, if not fatal.

Selecting a Team

Topnotch commanders are judged as such for one, and only one reason -- they are smart enough to pick the right people for each mission.
After studying the Reconnaissance maps and Objectives in the Planning screen, consider the various mercenaries available and determine who is right for the job.
As mercenaries are used, and gain experience, they become more expensive to hire. Be aware that you get what you pay for.

AVAILABLE MERCENARIES

Mercenaries bring with them a variety of skills and experiences. Read carefully through their Dossiers to ensure that talent is directed to the position most suited for it. A mismatch can spell disaster for an otherwise flawless plan. Select a mercenary in the Contracted or Available lists to display their Skills and Dossier.

CONTRACTED MERCENARIES

To contract a mercenary, either double-click on their entry in the Available list, or drag-and-drop them into the Contracted list. Cancel the contract and dismiss a mercenary without incurring expense at any point prior to launching the mission by double-clicking on the mercenary in the Contracted list, or by dragging-and-dropping them back to the Available list. Note that equipment once bought can NOT be returned for a full refund. Equipment can be sold to the dealer only for what the dealer is willing to pay for it.

Up to eight mercenaries may be contracted for one mission. During the mission, reinforcements are not available so consider the team carefully before launching.

SKILLS AND DOSSIERS

Use the Skills and Dossier buttons to toggle the information displayed in the information field.

Each mercenary has a rating for each skill listed. Use the scroll bar to view additional entries.

Commanders need to read between the lines to fully assess each mercenary's career.

Equipping the Team

A company must supply its staff with the right tools for the job and the individual. With some practice, a mercenary company can become a symphony of controlled violence. On-the-job training and improvisation should be avoided when possible.

In the first mission, all the mercenaries are equipped when hired. After the first mission, mercenaries who join the team are unarmed. It is up to the commander to ensure that they are suitably equipped.

The Equipment screen is also where equipment can be bought and sold. All the basic gear and weapons to equip a small mercenary outfit can be acquired from the dealer.

MERCENARIES

The mercenaries contracted to take part in the current mission are displayed at the top left. Select a mercenary's icon to view or change the equipment they are carrying, and to display their skills.

EQUIPMENT

The equipment listed below the mercenary's name shows their primary weapon, any secondary weapon such as grenades, any head gear such as binoculars, and what clothing or body armor they are wearing.

Primary weapon

Secondary weapon

Head Gear

Body Armour

17
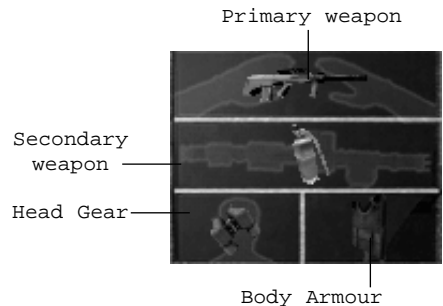
ASSIGNING EQUIPMENT

The Inventory lists all the items currently in stock that are available to be assigned to mercenaries. To assign equipment, select a mercenary, then drag-and-drop the item from the Inventory into an appropriate equipment slot.
Some objects need more space than others so. For example, a sniper rifle takes up three slots, whereas a grenade uses only one.

BUYING AND SELLING EQUIPMENT

The dealer offers different types of equipment for sale. To browse the merchandise, select one of the departments in the Dealer list, all the items of that type that are available are then listed.
To add an item to the Buy list drag-and-drop the item into the Buy list.
To sell an item, drag-and-drop it into the Sell list.
When all the items to be bought or sold have been placed in the appropriate lists, click the Double-headed Arrow button to complete the transaction.
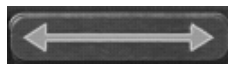
If more then one of the same item is to be bought or equipped, try dragging the item while holding the left mouse button down and repeatedly clicking the right mouse button to place the item where you want it.

INFORMATION FIELD

When a mercenary or item is selected, the information displayed on the right changes. Assess a mercenary's skills and try to equip them appropriately.
The A, R and D ratings for the weapons indicate the accuracy, range and damage. The ARD ratings increases from left to right.

Deploying the Team

Once the mission is studied, the team chosen, and the equipment selected, the commander should review those selections. When ready, select the Launch button to deploy the mercenaries.

Save Game

You can save Shadow Company at any time in the game. Saving is advisable when the team is about to enter a hostile area or situation.
Press Esc to open the In-Game menu (see page 68), then select Save Game. The Save Game list opens. Enter a saved game name in one of the empty slots, and then select Save Game, or press Enter.
Press F6 to overwrite the last saved game.

Load Game

To open the Saved Game list, select Load Game from the Main menu.
During the game press Esc to open the In-Game menu, and then Load
Game to open the Load Game list.
Select a game from the list and then select Load Game or press
Enter to load that game and continue play.
Press F5 to load the most recently saved game.
Note: The Quick Saves, F5 and F6, are different from the normal
saved games. Quick Saves will automatically overwrite the last
quack save. The only way to load a Quick saved games is to use the
Quick load (F5) feature.

MULTIPLAYER

There are times when the responsibilities of command are heavy and
a commander needs the assistance of a lieutenant. Sharing command
allows the commander to focus on specific areas, leaving the rest
to their reliable deputy.
With some practice, dividing up command and mission objectives can
work like clockwork. Another advantage when the command is split
is that there are forces to call on for help should a situation
deteriorate.
1. Select Multiplayer from the Main menu.
2. The Multiplayer Selection screen is displayed.
• LAN IPX -- For computers connected to a Local Area Network card
(LAN).
• Modem (2 Player only) -- Using normal telephone lines to connect
two computers via modem (also see 'Modem Setup' on page 12).
• LAN/WAN TCP/IP -- For computers connected by a modem to an ISP
account or on a LAN connecting to other computers on the Internet
(see also 'TCP/IP Address' on page 8).
• Serial (2 Player only) -- For computers using a null-modem or
serial cable to connect two computers without any network
involvement.
3. In the Player Info section, enter a name.
4. Select a connection type, and then select Host to begin a new

session. Select Connect to search for existing sessions.

5. The Multiplayer Sessions screen is displayed.

6. Host only: Enter a Game Name, select a mission and maximum number of players. Alter the starting funds if desired, and set the difficulty. Bandwidth can be selected depending on the type of connection available.

7. Guest only: Select one of the sessions listed in the list box on the left of the screen. If the desired game is not listed, wait a few minutes, and it may appear. Select Join to join the session.

8. When all the players have joined -- that is they are all listed in the Player field -- select LAUNCH. Note: All players must choose to launch before the session actually begins.

9. Shadow Company opens with the Mission Computer displaying the Planning screen. Make selections from the Planning, Equipment and Team screens, as described in 'SINGLE PLAYER' on page 20, and then select Launch. The mission loads.

When all players have launched the mission, play begins.

NOTE: Mercenaries that have already been contracted by other players are listed in red in the Team screen. Only the Host can select the Insertion time for the session.

Chat

Chat is available anytime after you have joined a session. From this or any of the following screens, press Enter to activate chat mode, type a message, and then press Enter to send the message. Use the chat to plot a strategy before entering a multiplayer mission, and to discuss tactics or call for backup once the mission is underway. Press "Q" to toggle the chat window in the upper left-hand corner on and off.

083-443-2068
BASIC PRINCIPLES OF COMMAND

IN-GAME CONTROL

However much care is taken during planning and organization, a
mission is won or lost in the field. Commanders must be able to
think fast, keep control during chaotic situations, and come up
with creative solutions to unexpected problems. There are several
tools available for expediting control on the battlefield.
Perhaps the most helpful thing to remember when in trouble or
confused, is that pressing Esc brings up the In-Game menu and
pauses the game. This menu gives access other areas of the game,
including the Options menu (see page 65).

Keyboard Controls

A quick-key table is provided on the back cover of the manual to
help newcomers get up to speed. A list of all the keyboard
controls starts on page 51.

Tab . . . . Display Mission Objectives
Space . . . . Toggle Inventory
Ctrl + P . . . . Toggle Pause
F1. . . . . Show Key Help
F2. Display Mercenary Skills
F5 . . . . Quick Save
F6 . . . . Quick Load
Esc . . . . In-Game Menu

Camera Controls

The most useful tool is the free-
floating camera. It is unanchored,
and can go almost anywhere. The
boundaries of camera movement are
from about 2.5 meters above the
ground, up to nearly 50 meters and
slightly outside the edges of the
map.

Take the time to become proficient
at using the camera by practicing
when the mercenaries are in a
relatively safe area.

MOUSE SCROLLING

The camera can be moved using the numpad keys, or by using the mouse-at-edge scrolling, which can be used to move the camera forward, backward, right and left.

In addition to the mouse-at-edge scrolling, it can also be used to scroll around within the campaign area. Hold down the right mouse button until the navigation symbol appears. Continue to hold down the button and move the mouse around the screen. This moves the camera in that direction.

TRACKING MODE

Tracking mode is another important function of the camera. Press T to set the camera to follow the selected unit. The normal camera controls only then work relative to the currently selected unit, keeping it centered. Tracking mode should be used sparingly and is recommended primarily for vehicles.

Using the Mini Map

The Mini map on the left of the Team bar provides information about the campaign area, mercenary and enemy locations.

There are two modes for the map: locked and unlocked. By default, the map is shown as locked. The map remains stationary and the units and the camera move around. Select the Lock button to change the mode.

Unlocked mode rotates and moves the map relative to the camera position. The camera is always at the center and facing straight up. In unlocked mode you may zoom in and out on the map by selecting the Plus and Minus symbols.

Information is portrayed by the following symbols:

X   The small circle represent people that are in view. A green circle indicates a mercenary; a red one an enemy. A blue circle indicates a neutral party.

The camera icon square indicates the current camera position.

The pulsating circles indicate objectives. This is particularly important when guiding mercenaries to the extraction zone. Each objective has its own colour for clarity. By holding down the TAB key you can see the objectives screen. Left clicking on the objective will isolate that objective on the map.

Button Panel

The control panel provides easy access to some of the more frequently used controls.

 Halt

 Overwatch

 Reload

 Stand

 Crouch

 Prone

 Line Formation

 Arrow Formation

 Set Formation

 Toggle Inventory

 Tracking Camera

 Options Menu

Viewing Objectives

During the mission, the objectives list can be viewed and each one's current status checked. Use this function to ensure that all parts of the mission objectives have been attained.
Press and hold down the Tab key. The Reconnaissance map and the list of objectives are displayed. Select an objective from the list to highlight its position on the map.

Select Primary Objectives to highlight all of them. The mini map also shows the selected objectives. If an objective is grayed out it cannot be done yet.

MERCENARY CONTROL

Movement

The mercenary team is fairly easy to control, although they do have a habit of answering back. There are a variety of ways of selecting a mercenary:

• Select the mercenary in the campaign area.

• Click on his or her portrait in the Team bar. (A single click selects the mercenary; a double-click selects the mercenary and centers the view on that mercenary.)

• Select 1-8 on the numpad. 1 corresponds to the mercenary on the left of the Team bar, 2 to the next one to the right and so on.

• Use F9 and F10 to select the next or previous mercenary respectively.

To select several at one time:

• Click and drag to 'rubber band' a box around them in the campaign area.

• Select one mercenary in the normal way, and then hold down Ctrl while selecting additional ones.

• Press F11 to select all the mercenaries.

Right-click on the campaign area to deselect any selected mercenaries.

Once a mercenary is selected, click on the location they are to move to. If the mercenary can reach that location, a green ring briefly appears and they begin moving. If they cannot reach that position, a red cross is briefly displayed.

A single click on the destination orders them to move to that point at a normal speed. A double-click orders them to move more quickly to that point, and multiple rings are briefly displayed. To halt movement, select the Halt button or press H.
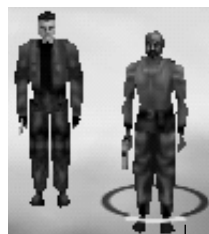
Stances

Use the stance buttons or the hot keys to change to a standing (S), crouching (C), or prone (P) stance.

The stance effects how quickly the mercenary can move, and how stealthy they are. When standing they move the quickest and are the least stealthy. When prone they move the slowest and are the stealthiest.

A mercenary's stance can be changed before, during or after movement.

Climbing & Cutting Fences

Mercenaries can climb ladders, towers and almost every other solid obstruction. The cursor changes when over an object if the mercenary is able to climb it. Click on that location to order the mercenary to climb up there.
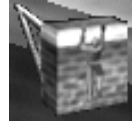
Mercenaries cannot climb fences topped with razor wire. However, the wire cutters can cut through the fence. Select a mercenary that has the wire cutters, and then place the cursor over a fence. If the cursor changes to wire cutters, the fence can be cut. Select a section to be cut and click on it. The mercenary moves to the fence and cuts a hole.

To move a mercenary though a fence, select the mercenary, then move the cursor over the cut fence. It changes to the hole and arrow symbol. Click to order the mercenary through the fence.

Inventory

Right-click on a portrait, press the Spacebar, or use the Inventory button to toggle the inventory of a selected mercenary.

To the right of the mercenary's portrait are the slots showing the active weapons, and attire.

Use the forward and back arrows to go to the next or previous mercenary.

Use the portrait to select a mercenary, and it displays any applicable icons in the same way as in the Team control panel.

Use the Query button to open the mercenary statistics display.

The larger section to the right shows the items the mercenary is carrying in their pack. Items may be transferred between the two sections by clicking and dragging the object.

Note the number to the immediate left of the weapons and ammo boxes. It indicates the amount of ammo remaining.
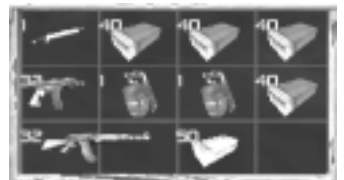
Picking Up Weapons & Ammunition

During the mission, mercenaries can pick up new weapons to add to their arsenal. Pass the cursor over the campaign area, it indicates when an object can be picked up. Click to order the selected mercenary to pick it up.

To recover just the ammunition from a weapon, hold down Ctrl and then left click on the weapon.

Looting or Investigating Bodies

When an enemy or mercenary dies, their weapons and other items are dropped on the ground. Move enemy bodies to clear the area and ensure everything has been picked up. Items that are carried back to the planning screens can be sold to gain additional cash.

Transferring Weapons Between Mercenaries

Weapons and gear can be exchanged between mercenaries. Display the inventory of the mercenary giving the object, and then drag the item to the receiving mercenary. The giver moves to the receiver and the object is exchanged.

WEAPONS & OBJECTS

Primary Weapons

To determine if a target is within range of the selected mercenary's primary weapon, pass the cursor over the target. If red cross hairs are displayed the target is in range. If grey cross hairs are displayed the target is out of range, and if targeted the mercenary moves within range before firing. Fire by clicking on the target. If a mercenary does not have a primary weapon equipped, they will attempt to engage in hand-to-hand combat.

A mercenary's skill level determines the accuracy or efficiency of the attack.

To force fire the primary weapon, place the cross hairs on the target and Shift + click.

Under each portrait, the ammunition remaining in the primary weapon is displayed, and the secondary weapon is indicated below that.

Displaying Weapon Ranges

After selecting a mercenary, press I to display the ranges of the weapons carried. Red is the primary weapon's range; blue the secondary.

Reloading Ammunition

When the primary weapon runs out of ammunition, the next magazine is loaded automatically. However, on occasion a weapon might have only a few shots left, and the mercenary be about to enter a major firefight. It is advisable in this instance to reload the weapon before entering the fight. The number just below the portrait indicates how many shots are left in the primary weapon. To force reloading, select the mercenary, and then select the Reload button, or press 'r'.

Secondary Weapons

Grenades are area effect weapons and are equipped in the secondary weapon slot. Throw a grenade into an area by using Shift + right-click where the grenade is to land. The grenade must be in the secondary weapon slot. A grenade may also be thrown directly at an enemy by right-clicking on the target.
If a mercenary is ordered to lob a grenade or fire a rocket while prone, they crouch, perform the motion, and then return to a prone position.
The dot at '4 O'clock' on the target cross hairs indicates whether the secondary weapon is in range (red) or not (grey).

Sniper Mode
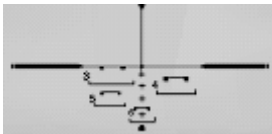
If a selected mercenary is equipped with a sniper rifle, press A to look through the scope. Use the mouse to move the cross hairs around to line up on a target. If the target is in range, the cross hairs will turn red. Click to fire.

Explosives
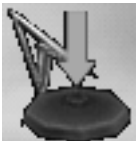
To use a land or proximity mine, select a mercenary carrying one and open the inventory. Right-click on the mine, the cursor changes to a place mine cursor. Select the placement site of the land mine by left-clicking on the location.
The land mine explodes when trodden on or driven over, and the proximity mine explodes when it senses movement within a certain range.
To place the C4 explosive, right-click on it in the inventory and the cursor changes to the C4 placement cursor. Select the placement site of the C4, by left-clicking on the location.
The mercenary moves to that spot, places the explosive, and the timer starts counting down.
0:22.875 The timer can be reset while the explosive is still in the inventory of the mercenary. Place the cursor over the C4 and use the +/- keys to increase/decrease the delay of the fuse.
A mercenary's demolition skill will reflect the effectiveness of the explosive.

Taking A Photograph

When an objective calls for the photograph of an item, building, person or object, the camera should not be left behind!
To take a photograph, place the camera in the
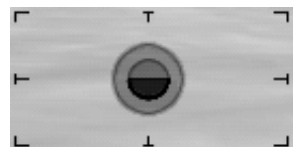
head gear slot of a mercenary inventory. Select that mercenary, and then press Z to see the view through the camera. Use the mouse, or the 0, 1, 2, and 3 keys on the number pad to change the view. When the target is in view, left click to take the picture.

Placing Communication Bugs

To place a bug on a structure, select the mercenary carrying the bug and open their inventory. Right-click on the bug then left-click to place it on the structure to be bugged.

Using Binoculars and Night Vision

Place the binoculars or night vision goggles (NVG) in the head gear slot of a mercenary inventory. Select that mercenary carrying the binoculars, and then press Z. Use the 0, 1, 2, and 3 keys on the numpad, or the mouse to change the view. Enemies previously out of the field of vision are suddenly all too visible.
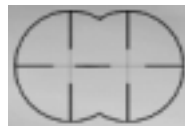
Note that binoculars are only useful during day missions and NVG are only useful at night.

HEALTH & STEALTH

The horizontal bar indicator at the bottom of each mercenary's portrait reflects the health of the mercenary. It is green when they are healthy and shrinks and changes colour as they are injured.

When a mercenary is unconscious, their portrait is shaded blue -- it is possible to be at 100 percent health but still unconscious. If a mercenary is killed, their portrait is shaded red.

The vertical bar indicator on the left of the portrait reflects the likelihood of being detected by the enemy, both visually and aurally. They are less likely to be spotted when immobile and in a stealthy posture.

Medical Kit and Adrenaline Shot

The Medical Kit is an absolutely essential item to take into the field. It can often decide the difference between life and death for the troops after becoming casualties and sometimes may decide the success or failure of the mission. It is optimized for small arms and shrapnel injuries and can be used up to 5 times, depending on the medic skill level of the mercenary using it. There are times when mercenaries need reviving, to return them to consciousness so that they can move to a safer location. An Adrenaline Shot can be administered easily by anyone. Care should be taken not to use it on a mercenary who is not unconscious, as they might go berserk or have a cardiac arrest.

To use a Medical Kit, or Adrenaline Shot, open the

inventory of a mercenary carrying the item, and right-click on it.
The cursor changes to the appropriate item and then left-click on
the person to receive the healing or the shot.

TACTICS

Hiding the Enemy

Pickup
Angolan Rebel

Move and hide bodies to reduce the risk of being
detected. Dead bodies lying around might make even
the most dim-witted enemy a little suspicious.

When a mercenary is selected, pass the cursor over a dead
body. The Pickup cursor is displayed. Click to order the
mercenary to move and pick up the body.
Move the mercenary to a suitable position, and then
select the body icon on the mercenary's portrait, or
press D, to drop it.
If a mercenary takes damage while carrying a body or a
crate, they immediatley drop it and rearm their primary weapon.

Formations

Mercenaries can travel in formation. There are three formations to
select line, arrow or custom. Select the mercenaries and then
click on the appropriate button on the control panel.

 Line
Formation

 Arrow
Formation

 Set
Formation

Use Ctrl + F to toggle through the formations.
The set formation is the default, and when active, the mercenaries
maintain their positions relative to one another, if possible.
If a formation is selected while mercenaries are on the move, they
change to that formation at the end of the movement.

Overwatch

Another mode for the mercenaries is overwatch. Normally, a mercenary
does not automatically open fire on enemy units -- when to engage the
enemy is the commander's decision.
In overwatch mode, a mercenary tracks the nearest target and attacks
when it is in range. This is especially useful for providing cover
for another mercenary who is trying to infiltrate enemy territory.
Press the O key, or select the Overwatch button to order
selected mercenaries to enter into overwatch.
The overwatch icon is displayed on their portraits,
indicating that they are in overwatch mode.
To turn off overwatch mode, select the O key or the
Overwatch button. Ordering a mercenary in overwatch to move
also cancels overwatch.

Vehicles

Vehicles such as trucks, cars, tanks, and boats are sometimes available. If a selected mercenary can enter a vehicle, the cursor highlights when passed over it. Left-click on a vehicle to order the mercenary to jump in. To drive the vehicle, use the arrow keys on the keyboard. Up moves forward, down backwards, right veers to the right and left veers to the left.

To exit a vehicle, select the vehicle symbol on the mercenary's portrait, or press E.

To fire a vehicle's weapon, press down Shift then left-click on the target to fire. To fire the vehicle's secondary weapon, if appropriate, hold down the Shift key and right-click on the target to fire.

To fire a mercenary's weapon from an open vehicle, such as a boat, select the mercenary as usual, and then select a target in the usual way.

Note that a mercenary's vision is obscured while inside a vehicle. They can only see directly ahead in some cases.

MISSION COMPLETION

The mission is complete when either all the objectives have been achieved and the team extracted, or when all the mercenaries have perished.

When the mercenaries arrive at the extraction point, a flare symbol is displayed over the mercenaries' portraits. Select one of the flares to extract the mercenaries.

NOTE: All surviving mercenaries must be ready for extraction, near the prearranged extraction zone before extraction can occur. A wrap-up screen will appear at the end of the mission to display the kills accumulated. It will also display any skill increases/decreases for the mercenaries involved in the mission. Increases are displayed in Yellow, while a skill decrease will be displayed in Red.

121-538-2183
WEAPON & ITEM COMPENDIUM

HANDGUNS

Beretta 9 mm (Italy)

MAGAZINE: 15 BULLETS

A standard 9 mm pistol, both reliable and easy to use. The Beretta family of pistols has been in use since the fifties and has seen improvements up to the most recent general update, the 92 SB. A silenced variation is available when subtlety is necessary.

Browning High Power (BDA) 9 mm (Belgium)

MAGAZINE: 13 BULLETS

A reliable and effective pistol that has been in service around the world since 1935 (during World War II, it was used by both the Allied and Axis forces). There have been many updated versions that have retained the basic characteristics, but improved reliability.

Desert Eagle .44 cal (Israel)

MAGAZINE: 8 BULLETS

The Desert Eagle has several unusual design features, including a gas-operated locked-breech with a rotating bolt. It is a solid, high-powered weapon originally designed as a sporting pistol, but now available as a military weapon.

Redhawk .44 cal

MAGAZINE: 6 BULLETS

Made by Ruger, the Redhawk is a double-action .44 caliber, six shot revolver. A large gun for a pistol, it fires one of the most powerful handgun cartridges available.

SUBMACHINE GUNS (SMGs)

Heckler & Koch 53 5.56 mm (Germany)

MAGAZINE: 30 BULLETS

The HK 53 uses the 5.56 mm ammunition, rather than the usual 9 mm

for this class of weapon. The larger round gives it an edge for penetration power and range compared to other close assault weapons. The design is based on the famous G3 and it is known to be a favored weapon of the SAS.

Heckler & Koch MP5 9 mm (Germany)

MAGAZINE: 32 BULLETS

The MP5 was designed from the G3 rifle and has been in use by German police forces since the mid-sixties. Variations have been exported to military and police forces worldwide. It is considered to be the finest of the 9 mm sub-machine gun class of weapons.

Heckler & Koch 9 mm MP5K (Germany)

MAGAZINE: 30 BULLETS

The MP5K is a shortened version of the MP5 that is easily concealed. It was designed for use by anti-terrorism and security forces that may need to conceal serious firepower. The prominent forehand grip gives the firer good stability and control. Silenced variations are available for those occasions when creating a disturbance would be bad etiquette.

MAC 11 9 mm Submachine Gun (USA)

MAGAZINE: 32 BULLETS

The boxy Ingram MAC series of submachine guns are known for being extremely compact and efficient in design. The MAC 11 is the latest of the series and has a higher rate of fire than previous versions. It is a popular with criminal and terrorist groups due to the ease of concealment.

Scorpion 9 mm Machine Pistol

MAGAZINE: 32 BULLETS

The small profile of the Scorpion makes the weapon ideally suited to close quarter fighting. The overall small size makes it an excellent backup weapon. The user does have to be wary of the cartridge ejection mechanism, which has a tendency to kick empty shells into the face of the firer. A Czech design, it has seen service in Afghanistan, Angola, Egypt, Libya and Uganda.

Steyr Tactical Machine Pistol (TMP) 9 mm (Austria)

MAGAZINE: 30 BULLETS

The Steyr TMP is a fully automatic pistol. The major advantage of the weapon is the overall small size and front grip. The weapon is very effective at close range.
A silenced variation is available so as not disturb outside parties when disagreements need to be settled quietly.

Uzi 9 mm Submachine Gun (Israel)

MAGAZINE: 32 BULLETS

The Uzi may be the most recognized weapon
throughout the world. It uses an advanced primer
that fires the bullet as the bolt is traveling
forward, giving an increased range and velocity.
The Uzi is fairly compact, but is known for
reliability and maintainability.

ASSAULT WEAPONS

12 Gauge Standard Pump Shotgun

MAGAZINE: 8 SHELLS

The 12 Gauge Standard Pump Shotgun has long been a favorite of
combatants. It packs a lot of firepower and a vicious bark for
close assaults, especially in areas of high foliage and low
visibility. The weapon is extremely easy to take care of in the
field. Easy to use for less experienced troopers and a very good
choice for the point man.

12 Gauge Jackhammer Automatic Shotgun(USA)

MAGAZINE: 10 SHELLS

A fully automatic 12 gauge shotgun...need we say more? Even if you
cannot kill the enemy, you will definitely scare the hell out of
him! This weapon should only be used for close assaults or as a
support weapon as the range is fairly short and accuracy very
questionable. This is an excellent choice as an ambush weapon,
making short work of fleeing or frozen enemy troops. It utilizes a
special cylinder magazine that is quickly changed in the field.

AK-47 7.62 mm Assault Rifle (CIS)

MAGAZINE: 32 BULLETS

The AK-47 has earned its fame by being incredibly
rugged and simple in design. There are many tales
about the abuse that the rifle is able to take in
the field, and yet still perform flawlessly. It has a
fairly long range, almost as far as the M16, and
high rate of fire. To add to its fame, it is probably the most
common weapon ever produced and has been used to inflict more
casualties than any other weapon in history.

British 5.56 mm Individual Weapon(Britain)

MAGAZINE: 32 BULLETS

The British Individual Weapon uses the modern bullpup design
allowing for more ease of use and maneuverability in the field,
especially during close assaults. It is very effective at medium

range and easy to take care of, which gives it an edge on older assault rifle designs. The basic 4x optical sights give troops an edge when targeting or observing an area. The weapon has been proven in the field and is somewhat expensive.

Galil 7.62 mm Assault Rifle (Israel)

MAGAZINE: 32 BULLETS

The Galil is one of the heaviest assault rifles in general use and is often used as a Squad Automatic Weapon. It has very good accuracy at medium ranges. The weapon is somewhat expensive, but has a proven track record in the field and is considered to among the best in its class.

M16A2 5.56 mm Assault Rifle (USA)

MAGAZINE: 42 BULLETS

The M16A2 is the last main variation of the M16 series of rifles for US forces. The improvements in design make it a very dependable and extremely lethal weapon in the hands of a trained user. It requires regular maintenance, but delivers the range and firepower needed to neutralize the enemy. Its high production numbers and features make it an all-round good investment for the financially acute outfit.

M-79 40 mm Classic Grenade Launcher (USA)

MAGAZINE: BREECH LOADED SINGLE 40 mm SHELL

The M-79 is a favorite of mercenary squads and has a flawless track record in the field. Although modern substitutes (such as the M-203) are the norm for line units, this weapon has several advantages over modern grenade launchers -- it has a longer range and is more accurate. A trained mercenary can lob a grenade right into an irritating guard tower or machine-gun nest from medium distance. It is small enough to be easily stashed when not in use.

Steyr AUG 5.62 mm Assault Rifle (Austria)

MAGAZINE: 42 BULLETS

The AUG was designed to be extremely flexible and light. Since its introduction, it has been adopted by military and police organizations all over the world. The breech is located behind the trigger, resulting in an overall shorter length rifle, but with the long barrel associated with assault rifles. It is noted for its accuracy, the carrying handle and 1.5 optical sight combination.

Ultimax 100 5.56 mm Light Machine Gun (Singapore)

MAGAZINE: 100 BULLETS

The Ultimax 100 is easily controlled and flexible light machine gun. It was designed to be used by one person and only fires on fully automatic. The barrel is a heavy, air-cooled, rapid-change variation and is carefully situated for balance.

This weapon offers a lot more firepower than the normal assault rifle while maintaining the advantages of a simple design and reliability in the field.

SNIPER RIFLES

PSG-1 7.62 mm Sniper Rifle (Germany)

MAGAZINE: 5 BULLETS

Developed and manufactured by Heckler and Koch, it is unparalleled in accuracy. The rifle is easy to handle and easy to maintain in the field, yet has very good accuracy. This weapon offers a very cost-effective way to initialize an engagement against enemy forces. A squad member armed with this rifle must be skilled for any effective use, but can often provide a solution for difficult situations.

Barrett .50 cal Sniper Rifle (USA)

MAGAZINE: 1 BULLET

Gungasm! Sometimes, being able to shoot through an armored car at long ranges just makes the day that much easier. The Berett .50 cal is like having personal artillery; a very well trained sniper utilizing this weapon can devastate enemy forces well before close engagements are commenced and make life much easier for the company.

HEAVY WEAPONS

AT-4 84 mm Rocket Launcher (Sweden)

MAGAZINE: SINGLE-SHOT DISPOSABLE TUBE
(NON-GUIDED)

The AT-4 is the modern replacement for the LAW in many NATO armies. It has helped to equalize the light infantry squad with the armored vehicle during the last decade or so, and is considered extremely reliable. It is designed to defeat a main

battle tank's front armor -- although this is questionable. It will certainly disable any vehicle with a rear or side shot and probably neutralize the crew. The AT-4 is extremely easy to use.

LAW 60 mm Rocket Launcher (USA)

MAGAZINE: SINGLE-SHOT DISPOSABLE TUBE
(NON-GUIDED)

The LAW (Light Antiarmor Weapon) was designed to give the line infantryman a powerful weapon against armor vehicles and bunkers. Its day as an antiarmor weapon has come and gone in the NATO armies, but it still has plenty of uses for the economical mercenary outfit. It can penetrate and disable most Armored Personnel Carriers and disable many older tanks likely to be encountered on the mercenary's battlefield. It is also very effective against small field fortifications, which would otherwise hamper a fast-paced operation.

CLOTHING

Arctic Gear

Doing without adequate winter apparel has proved disastrous in campaigns throughout history (as Hitler and Napoleon learned). There is no need to repeat mistakes of the past when Arctic Gear is relatively cheap and easy to acquire. It also has the advantage of being white, which helps troops blend into snowy regions.

Civilian Wear

The best way to infiltrate a hostile area is to simply blend in and look like the natives. It may often not be necessary to have a pitched fight and take losses when the mission could be accomplished with minimal risks to the troops.

Composite Armor

The best money can buy. Effective against small arms, and moderately effective against high velocity rounds. If the troops plan to be shot, this is their best bet for survival.

Flak Jacket

The basic issue protective jacket. Provides a layer of protection against small arms fire and shrapnel.

Kevlar Armor

Primarily designed to stop a small caliber bullet. Provides a higher level of protection than a Flak Jacket.

Night Ops

The Night Ops gear is specialized camouflage that helps keep units hidden at nighttime. It also reduces IR emission.

TOOLS

Adrenaline Gun

There are times when a mercenary must be revived to get them moving quickly. The adrenaline shot can be administered easily by anyone, although it should not be used on a mercenary who is conscious.

Binoculars

A pair of binoculars extends the range that an individual mercenary can see and help to detect enemy units before a firefight begins.

To use the binoculars, place them in a head gear slot, and then hold down Z when the person carrying them is selected.

Binoculars only work during daylight hours.

Night Vision Goggles (NVG)

Night vision goggles allow the wearer to see almost flawlessly at night. NVG enhance available light and project an image with a distinct green cast. To use the NVG, place them in a head gear slot, and then hold down Z when the person equipped with them is selected.

Camera

The camera is useful for making a record of actions in the field. It is also handy for taking the pictures for display at the reunion parties.

To use the camera, place it in a head gear slot, and then hold down Z to look through the lens and click to take a shot.

Communications Bug

The communications bug, when placed on a transmitter, allows the head office to eavesdrop on enemy communications.

Fence Cutters

The fence cutters are one of those small useful items that become worth their weight in gold particularly when a situation calls for them, but they were not brought along. It is best not to leave home without them.

Medical Kit

The medical kit is an absolutely essential item to take into the field. It can often make the difference between life and death for injured troops, and may influence the outcome of the mission. It is

optimized for small arms and shrapnel injuries and can be used up to 5 times, depending on the skill level of the mercenary using it.

KNIVES

Combat Knife

The combat knife has been the essential backup weapon and general-purpose tool for the grunt for centuries. It never needs reloading and is silent (if used properly). Better models resist rusting and come with a nifty blood-groove to help drain away the life of an opponent. When all else fails, stab the enemy.

TRAPS

Land Mine

A generic contact type land mine. Step on it and 'boom'.

Proximity Mine

A smart land mine. If it senses movement within a certain range, it explodes.

C4 with Timer

Set the explosive in position, and then take cover before the 30 second timer blows the 2 lbs of C4 explosive.

GRENADES

M-69 Standard Fragmentation Grenade (USA)

The M-69 is the descendant of the classic M-67 baseball type grenade. It has been slightly redesigned and given a strengthened charge, making it more effective in open areas than the M-67. It is easy to attain and easy to use, though hand grenades should always be used cautiously, as friendly casualties are common.

M-8 Standard Smoke Grenade (USA)

The M-8 Smoke Grenade is essential for assaults on built up areas. Nothing protects valuable assets as much as a shroud of smoke when the fire starts coming in. It is also very useful as cover when evacuating a hot spot or for causing a diversion. It is easy to use and relatively cheap for the advantages it offers.

095-285-8310
WORLD POWERS, DICTATORS & DESPOTS

ORGANIZATIONS

GENESIS GROUP
The Genesis Group is a terrorist organization that is headquartered in Africa.

GENETISYSTEMS
Genetisystems is the research and development wing of the Genesis Group.

GRANITE CORPORATION
The Granite Corporation is a conglomerate specializing in armed response to conflicts worldwide. It provides superior mercenary services, and was the company that abandoned Shadow Company during a botched raid in Angola.

ILLUME
Illume is a private organization that serves as a clearinghouse for intelligence on terrorist groups and other radical organizations.

TETSU YAMA
Tetsu Yama is a private mercenary company similar to Granite. Its troops are highly trained professionals. Tetsu Yama provides mercenaries for the militant wing of the Genesis Group.

KEY PLAYERS

LEO HELLER
Leo Heller is based in Brussels and liaises between mercenaries and those in need of their services. He is known to have connections with arms dealing.

JOSE GARCIA
Jose Garcia runs a large drug cartel based on the Isla de la Juventud, south of Cuba. He supports several South American Marxist guerrilla groups and funds Genetisystems. He is wanted by a number of police agencies throughout the world.

GERALD DERKSEN
Gerald Derksen is a founding member of Illume.

JACK WARBLE
Jack Warble is the lead researcher for an advanced bionetics research laboratory in Ecuador.

DITER STEYN
Founding member of Illume.

ALEXANDRU CUZA

Alexandru Cuza is a Romanian arms dealer and long time friend of
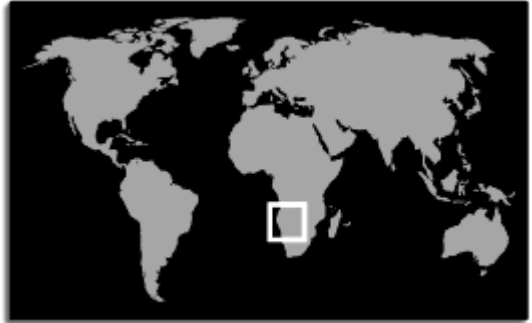Leo Heller.

SCHOLFIELD

Scholfield is a British operative, sent to investigate a Russian
naval base of the Kola Peninsula.

MARIA ROJAS

Maria Rojas is an Illume operative working undercover in the
Caribbean.

LOCALES

Angola

Location: Southern Africa, bordered to the west by the South Atlantic Ocean, and situated between Namibia and Democratic Republic of the Congo.
Topography: Coastal lowland along the Atlantic, and Namib Desert south of Benguela. The mountains parallel the coast and rise to a high plateau in the east divided by many rivers and streams. Cabinda Province contains coastal lowland and hills.
Climate: Hotter and drier along the coast than in the mountains or the plateau. The rainy season in the northern part of country lasts from September to April, in the southern part, from November to about February. The coolest months are July and August. The Cabinda Province is warm and wet.
Government: Marxist-Leninist government is based on the 1975 Constitution (later revised), but dominated by the Popular Movement for the Liberation of Angola-Workers' Party (Movimento Popular de Liberta de Angola-Partido de Trabalho--MPLA-PT). The government is composed of an executive branch led by the president, with an appointed Council of Ministers, and Defense and Security Council.
The legislative branch consists of the People's Assembly. In late 1988, due to an inability to hold elections, the People's Assembly was appointed. The justice system is composed of the Supreme Court, the Court of Appeals, the people's revolutionary courts, and a series of people's courts.
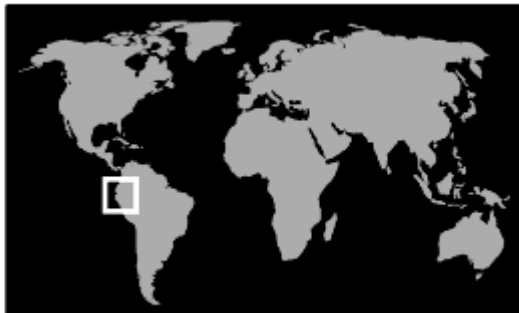
Ecuador

Location: Western South America, bordered to the west by the
Pacific Ocean at the equator, and situated between Colombia and
Peru.
Climate: Tropical along the coast, becoming cooler inland.
Terrain: Coastal plain (costa), inter-Andean central highlands
(sierra), and flat to rolling eastern jungle (oriente).
Economy: Ecuador has substantial oil resources and rich
agricultural areas. As an exporter of primary products such as
oil, bananas, and shrimp, fluctuations in world market prices can
have a substantial domestic impact. Growth has been uneven in
recent years, as the government has repeatedly initiated ill-
conceived fiscal stabilization measures.
Disputes: Three sections of the boundary with Peru are in dispute.
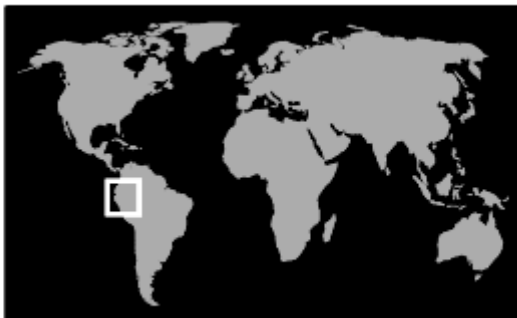
Peru

Location: Western South America, bordered to the west by the South Pacific Ocean, and situated between Chile and Ecuador.
Climate: Varies from tropical in the east to dry desert in the west.
Terrain: The western coast (Costa) is mountainous and arid. The Andes in the center (Andean highlands or sierra) are high and rugged, and occupy 60 percent of the Peruvian land area. It is covered with thick tropical forests in the west, and with dense tropical vegetation in the center and east. As a result the region remains largely unexplored and undeveloped.
Disputes: Three sections of the boundary with Ecuador are in dispute.

Romania

Location: Southeastern Europe, bordered to the east by the Black Sea, and situated between Bulgaria and Ukraine.
Climate: Temperate with cold, cloudy winters bringing frequent snow and fog and sunny summers with frequent showers and thunderstorms.
Terrain: The central Transylvanian Basin is separated from the Plain of Moldavia to the east by the Carpathian Mountains, and separated from the Walachian Plain to the south by the Transylvanian Alps.
Economy: Romania, one of the poorer countries in the region, is continuing its difficult transition to a market-based economy. After the collapse of the Soviet Bloc in 1989-91, Romania was left with an obsolete industrial base and an industrial capacity wholly unsuited to its needs. For the next few years the country lagged behind most of its neighbors in the pace of restructuring. In February 1997, Romania embarked on a comprehensive macroeconomic stabilization and structural reform program. Although progress has

been made in privatizing small and medium sized firms, delays in
structural reforms threaten plans to revive GDP growth.
Disputes: Dispute with Ukraine over the continental shelf of the
Black Sea, which may have significant gas and oil deposits. They
agreed in 1997 to a two year negotiating period, after which
either party can refer the dispute to the International Court of
Justice.

Kola Peninsula, Northern Russia

Location: The Kola Peninsula occupies the rim of northwestern
Russia. A major part of the Peninsula lies to the north of the
Arctic Circle. The Barents Sea lies to the north and the White Sea
to the south. To the west are Finland and Norway.
Climate: The weather in the Kola Peninsula is unstable and
changeable, caused by frequent changes in air masses and weather
front movement. In the mountains the temperature drops by 0.5∞ C
for each 100 m of ascension. The yearly average temperature within
the region is -2.0∞ C. Atmospheric pressure ranges from 340 mm to
640 mm and rain predominates in the summer. The depth of snowpack
in the plains ranges from 25 cm to 70 cm, and in the mountains the
average is 150 cm. In some places the snowpack thickness reaches
400 cm. Spring comes in late April or early May in all areas of
the Kola Peninsula. Summer in the region is short, only about 2.5
months long and is cool and wet. Autumn usually comes early and
with frequent rain.
Terrain: The peninsula relief is rather complex and diverse. The
western and central area is characterized by mountains. The
Chibini and Lovozero massifs are concentrated in the center.
The Northeastern region is hilly and contains a great number of
lakes. The Kola Peninsula mountains are tundra, referred to by the
natives of the peninsula as saami -- a term for hills and
mountains with flat tops without any vegetation.

Isla De La Juventud, South of Cuba

Location: Approximately 100 km south of Cuba.
Climate: Tropical, although moderated by trade winds. The dry
season is from November to April. The rainy season from May to
October.
Terrain: Mostly flat to rolling plains with rugged hills and
mountains in the southeast.
Illicit Drugs: The territory serves as a lesser transshipment zone
for cocaine bound for the US.

Menus

Options Menu

The Options menu is accessed by selecting Options from the Main menu, or by selecting Esc, which opens the In-Game menu, and then Options.

Preferences

Graphics: The following options can be toggled on or off:

• Blood & Gore

• High Detail Terrain

• Dithering

• Shadows

• Object Dynamic Lighting

• Geometry Flipping

Miscellaneous: The following options can be turned on or off:

• Show Tips - To activate the tooltips, check this option.

• Show Tutorials - For those who are unfamiliar with the game, it is advisable to have the tutorials active.

• Play Animations - To view the videos and animations, check this option.

• Enable ARD Display –Displays the Accuracy, Range and Damage scales for any weapon under the cursor.

In general the fewer options that are selected, the faster the game runs.

Mouse

Frame Rate Dependent Mouse: This smoothes the camera motion and is not dependent on game state. Some computers may have problems if this is turned on. If you have problems with camera movement, turn this option off.

Disable Intellipoint Support: Disable the button or wheel on the Microsoft IntelliMouse.

Invert Mouse Freelook: Inverts the Y axis in sniper, binocular or camera modes. This means that moving the mouse up looks down and vice versa.

Mouse-at-edge Scroll: When the cursor is moved to the edge of the window, the campaign area scrolls in that direction.

Camera Inertia: There is some inertia to the free floating camera. Turning this option off helps low frame rate systems, and moves the camera in a more precise, clipped manner.

Tooltip Delay: Set the time delay for a tooltip to be displayed when the cursor is placed over something.
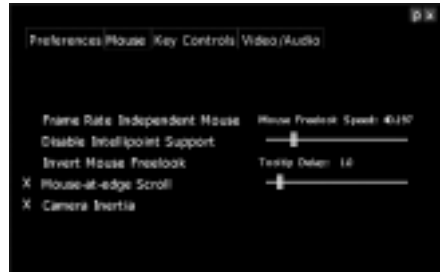
Mouse Freelook Speed Slider: Adjust to change how fast the camera moves in sniper, binocular or camera modes.

Keys

Select Key Controls to open the Keyboard options. The default settings are listed, and can be customized.

Changing a Keyboard Control

1. Select an action from the list.

2. Click Select Character. The new keyboard control is listed.

Video/Audio

Primary video card: The primary or main video card is selected as the default. Select one of the others to change the video card.

Resolution: Contains list of all screen and colour resolutions supports by the primary video card.

Select 3D Video Card: Lists the available pure 3D video cards. Select one of those listed to set the primary video card.

Select a resolution.

NOTE: Make sure your monitor can handle the selected resolution.

Enable Mercenary Speech: Toggle the mercenary's speech feedback on or off.

Enable CD Audio: Toggle the music on or off.

Volume Sliders: Adjust the appropriate slider to change the volume of the Music, Effects or Speech.

In-Game Menu

Press Esc to open the In-Game menu. Only the options that apply at the time of access are listed. For example, the Save Game option is not available from the Main menu, before the game has started.

Resume

Return to the game and continue play.

Options

Open the Options menu (see page 46).

Retry

Return to the planning screens to amend any selections and begin the mission again.

Save Game

The game can be saved at almost any time. Open the Save Game list by selecting Save Game from the In-Game menu.
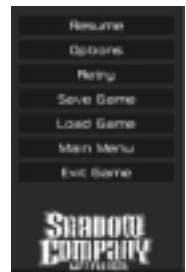
Load Game

Should a mission go horribly wrong, load the game from when it was last saved, and have another go. Hopefully this will not be in the distant past.

Main Menu

Return to the Main menu (see page 13).

Exit Game

Close the game and return to the Windows desktop.

Troubleshooting

These are the known problems at publication time. Check the readme for the most up-to-date information.

Q: I get 'Failure to Initialize' when trying to start the game.

A: If your video card is either a Voodoo or ATI Rage128GL chipset make sure that your drivers are the latest version. This should resolve the problem.

Q: The text in the user interface is blurry or difficult to read.

A: If your video card is based off of the Nvidia TNT chipset, you need to set the Texel Alignment to 0 in the cards display properties. Finding this setting might differ from card to card, but if you are using the reference drivers provided by Nvidia:

1.   Right Click on the desktop and select Properties.

2.   Select the Settings Tab.

3.   Click on Advanced.

4.   Select the RIVA TNT Tab.

5.   Click on Additional Properties.

6.   Select the Direct3D Tab.

7.   Click on Advanced.

8.   Move the Texel Alignment slider all the way to the right.

The drivers provided by such manufacturers might not have this setting (for example, the Diamond Viper 550). It is recommended that you install the reference drivers in this case.

Q: I have a Voodoo 3D card and the game runs very slow.

A: It is recommended that you disable various graphics options to improve performance. In the game:

1.   Select Options from the Main Screen.

2.   Select the Preferences Tab.

3.   Disable High Detail Terrain and try the game again. Additional performance improve can also be gained by disabling the other options as well. This is a trade-off between the look of the game and performance.

Q: I have installed a new video card but the game doesn't list all the modes that the card provides.

A: Delete Videomodes.txt from the Shadow company folder, then restart the game.

Q: I have a Savage3D card.

A: Enable the DirectX 6 texture compression.

Q: I have an STB Riva128 4Mb 3D card and I cannot see leaves on the trees in the game.

A: The STB Riva128 4Mb has difficulty displaying alpha-blended textures. Use the NvTweak program or the Nvidia Reference drivers that have the tweak included.

Q: I have a Canopus Total3D card and in the game the leaves on the trees pop in and out as I pan around.

A: Use the NvTweak program or the Nvidia Reference drivers that have the tweak included.

Q: I have an M3D card.

A: Shadow Company does not detect the M3D--(PowerVR).

Q: I have an ATI Rage Pro.

A: The Rage Pros that are on board video cards (on the motherboard) with 2MB do not run the game. Some motherboard bios allow the use of system memory and this may help, but it is not likely.

Rage Pros with 4MB and 8MB of memory have a problem displaying the text found on UI buttons. It displays small rectangle boxes that are the same color as the text that would be found in the UI.

Keyboard Controls

Mercenary Controls

Select Previous Mercenary	F9
Select Next Mercenary	F10
Select All Mercenaries	F11
Select Mercenaries 1 to 8	1 to 8
Form Next Formation	Ctrl + F
Stand	S
Crouch	C
Prone	P
Toggle Overwatch Mode	O
Rotate Mercenary	Alt + Click in direction
Stop/Halt	H
Force Fire	Shift + Click on target
Drop Object	D
Exit Vehicle	E
Toggle Inventory	Space
Select additional Mercenary	Ctrl + Click on mercenary
Remove Ammo from Weapon	Ctrl + Click on weapon

Information

Show Key Help	F1
Show Mercenary Statistics	F2
Show Tutorial (UI only)	F3
Show Objectives	Tab
Toggle In-Game Menu	Esc

Camera and Navigation

Binocular or Camera Mode	Z
Sniper Mode	A
Show Weapon Range	I
Toggle Object Tracking	T
Camera Down or Up	Numpad + or -
Scroll Left or Right	Numpad 4 or 6
Scroll Forward or Backward	Numpad 8 or 5
Look Down or Up	Numpad 0 or 2
Circle Left or Right	Numpad 7 or 9
Turn Left or Right	Numpad 1 or 3

Vehicle Control

Vehicle Veer Left	Left Arrow
Vehicle Veer Right	Right Arrow
Vehicle Accelerate Forward	Up Arrow
Vehicle Accelerate Backward	Down Arrow
Vehicle Next Weapon	W
Fire Selected Vehicle Weapon	Shift + Click

Miscellaneous

Quick Load	F5
Quick Save	F6
Screen Capture	F12
Pause	Ctrl + P
Exit	Ctrl + X

Credits

Game Designer	Paul Meegan
Programmers	Ken Klopp, Chris Stoy, Chris Cottrell, Jeff Kiel
Artists	John Loehrlein, Bryan Baldwin, Scott Sprange, Craig Vance, Ron Wagner, David Knox
Sound Effects	Chris Roby
Additional Design	Paul Potera, Mike McCoy
Producer	Paul Potera
Music	Jeffery Komar, Meticulous Chaos Productions
Manual	Mike McCoy, Paul Potera, Paul Meegan
Photos Courtesy of	RIA-Novosti (London), The Bellona Foundation, Camera Press
Sinister External testers	Jim Harler, Michael Chen, Brian Holland, Marc Racine, Sam Stoy

Voices & Video

Leo Heller	Michael Brocki
Steyn	Barry Bell
Lewis Underwood, Johnny Chapps	Jay O'Berski
Peter Bolland, Calvin Green	Jeffery West
Nicolae Cuza	Bryce Johnson
Scholfield	Kevin Poole
Miko Furogori	Gwen Yow
Dasha Postnikova	Andrea Miralia
John Emerson	Stephen Schilling
Maria Santana	Michelle Vazquez
Toshiro Kurosawa	Shiangtai Tuan
Jack Beecher	Paul Stephens
Angolan Guard, Angolan Elder	Raymond Henley, Jr
Cypress Wilson	Warren Marcus
Allanah Thompson	Jennifer Hill
Chloe Marco	Leah Maris
Jurgen Michaelis	Greg Hohn
Tolu Sabande	Paschal Udom
Sergey Ramius	Leonard Khiroug
Angolan Villager	Anita Burch

American Guard	Clint Richards
Caribbean Guard	Daniel Colon-Ramos
Maria Rojas	Melissa Cuales
Scientist	Robb Shandroff
Russian Spetznaz Soldier	Mark Moormans
Romanian Soldier	Chris Pavlou
Jack Warble	James Sink
Alexandru Cuza	Mark Moormans
South African Guard	Timothy Buie
Tetsu Ya ma	Chris Roby

Other credits:

Thanks to: Stacy Nelson, Tim Buie, Wes Leonard, Tim Allen for Sound Effects and Recording

James Cowgill, Larry Moormans, Brett Denaldeo, Jeremy Bowers, David Hefner, Franklin Crawford, Beau Norris, Denham Hardman, Tony Miranda,

Charles Rice, Chris Gardner, JP Berard, Carlin Gartrell, Jeffrey Vitous, Joe Anstett, Jim Pedicord, Dave Pastula, Aubrey Mason, Kevin Thomas, Paul Adkins, Terry Yingling, Richard Arnesen, Seth Pennebaker, Ed Lynch, Daniel Orr,

Chris Peek, Sam Yoo, Gary Newcomb, Lance Eichman, Kent Coleman, Gino Costa, Dave Cobb, Dean Robb, Craig Bucklin

And Sara Ley for helping with the manual.

Special Thanks to Gordon Brown, DiAnne Carnes, Rich Harris, Christian Rekkedal, Peter Macdonald (a warrior and a gentleman), All the friends and families that have supported us.

Ubi Soft Entertainment

Project Manager: Fabrice Pierre-Elien

International Marketing: Stephane Roger & Nicolas Lion

USA Marketing: Erica Mason

Graphical Design: Patrick "Cous" Sirois, Patrick "Siro" Sirois, Patrick Emond & Marilène Gagné

Customer Service Policies

For information on Shadow Company or any other Ubi Soft product Customer Service policies please call our Customer Service toll-free line at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887.

Technical Support

If you have technical problems with Shadow Company or any other Ubi Soft product, please call our Technical Support line toll-free at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887.

E-mail: tech-support@ubisoft.qc.ca

Internet: http://www.ubisoft.com

PROOF OF PURCHASE
Shadow Company: Left For Dead

6 63296 30220 5